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☐	L7	l5 and (load adj balanc$)	16
☐	L6	L5 and ((128 near7 fragment$) (128 near7 (datagram$ packet$)))	16
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Terms used **datagram** and **load balancing** and **IP identifier** and **IP ID** and **divide by active links** and **remainder** and **fragment** and **right shift** and **16 bit**

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1 Probing the black box: User-level internet path diagnosis

Ratul Mahajan, Neil Spring, David Wetherall, Thomas Anderson

October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Full text available: pdf(403.57 KB) Additional Information: full citation, abstract, references, citings, index terms

Diagnosing faults in the Internet is arduous and time-consuming, in part because the network is composed of diverse components spread across many administrative domains. We consider an extreme form of this problem: can end users, with no special privileges, identify and pinpoint faults inside the network that degrade the performance of their applications? To answer this question, we present both an architecture for user-level Internet path diagnosis and a practical tool to diagnose paths in the ...

Keywords: measurement tools, path diagnosis

2 Sirpent: a high-performance internetworking approach

D. R. Cheriton

August 1989 **ACM SIGCOMM Computer Communication Review , Symposium proceedings on Communications architectures & protocols**, Volume 19 Issue 4

Full text available: pdf(1.65 MB) Additional Information: full citation, abstract, references, citings, index terms

A clear target for computer communication technology is to support a high-performance global internetwork. Current internetworking approaches use either concatenated virtual circuits, as in X.75, or a "universal" internetwork datagram, as in the DoD Internet IP protocol and the ISO connectionless network protocol (CLNP). Both approaches have significant disadvantages. This paper describes Sirpent™ (Source Internetwork Routing Protocol with Extended Network Trans ...

3 Performance of checksums and CRC's over real data

Jonathan Stone, Michael Greenwald, Craig Partridge, James Hughes

October 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 5

Full text available: pdf(392.21 KB) Additional Information: full citation, references, citings, index terms

Keywords: codes, internetworking

4 Distributed operating systems

Andrew S. Tanenbaum, Robbert Van Renesse
December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Full text available: pdf(5.49 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

5 Measuring ISP topologies with rocketfuel

Neil Spring, Ratul Mahajan, David Wetherall
August 2002 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2002 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 32 Issue 4

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

To date, realistic ISP topologies have not been accessible to the research community, leaving work that depends on topology on an uncertain footing. In this paper, we present new Internet mapping techniques that have enabled us to directly measure router-level ISP topologies. Our techniques reduce the number of required traces compared to a brute-force, all-to-all approach by three orders of magnitude without a significant loss in accuracy. They include the use of BGP routing tables to focus the ...

6 Measuring ISP topologies with rocketfuel

Neil Spring, Ratul Mahajan, David Wetherall, Thomas Anderson
February 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 1

Full text available: pdf(732.86 KB) Additional Information: full citation, abstract, references, index terms

To date, realistic ISP topologies have not been accessible to the research community, leaving work that depends on topology on an uncertain footing. In this paper, we present new Internet mapping techniques that have enabled us to measure router-level ISP topologies. Our techniques reduce the number of required traces compared to a brute-force, all-to-all approach by three orders of magnitude without a significant loss in accuracy. They include the use of BGP routing tables to focus the measurem ...

Keywords: communication system operations and management, internet, measurement, network reliability

7 Practical network support for IP traceback

Stefan Savage, David Wetherall, Anna Karlin, Tom Anderson
August 2000 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, Technologies, Architectures, and Protocols for Computer Communication**, Volume 30 Issue 4

Full text available: pdf(167.15 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a technique for tracing anonymous packet flooding attacks in the

Internet back towards their source. This work is motivated by the increased frequency and sophistication of denial-of-service attacks and by the difficulty in tracing packets with incorrect, or ``spoofed'', source addresses. In this paper we describe a general purpose traceback mechanism based on probabilistic packet marking in the network. Our approach allows a victim to identify the network path(s) trave ...

8 Polygon rendering on a stream architecture

John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattson, Ben Mowery

August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(161.65 KB) Additional Information: full citation, abstract, references, citings, index terms

The use of a programmable stream architecture in polygon rendering provides a powerful mechanism to address the high performance needs of today's complex scenes as well as the need for flexibility and programmability in the polygon rendering pipeline. We describe how a polygon rendering pipeline maps into data streams and kernels that operate on streams, and how this mapping is used to implement the polgyon rendering pipeline on Imagine, a programmable stream processor. We compare our resul ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media processors, polygon rendering, stream architecture, stream processing, streams

9 Hybrid volume and polygon rendering with cube hardware

Kevin Kreeger, Arie Kaufman

July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(1.85 MB) Additional Information: full citation, references, citings, index terms

Keywords: cube architecture, mixing polygons and volumes, ray casting, run-length-encoding, volume rendering

10 Reality Engine graphics

Kurt Akeley

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(192.63 KB) Additional Information: full citation, references, citings, index terms

11 A measurement analysis of Internet traffic over frame relay

Judith L. Jerkins, John Monroe, Jonathan L. Wang

September 1999 **ACM SIGMETRICS Performance Evaluation Review**, Volume 27 Issue 2

Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, index terms

Various approaches have been proposed and implemented to relieve the congestion in the Public Switched Telephone Networks (PSTNs) induced by recent meteoric growth of Internet services. The Internet/Intranet Transport Service (IITS) offered by the Southwestern Bell Telephone (SWBT) Company provides an example of one such implementation which off-loads the long-holding time data traffic from PSTNs to a packet technology (in this case Frame Relay).This paper describes analysis of 1997 IITS traffic ...

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The transport layer: tutorial and survey
Sami Iren, Paul D. Amer, Phillip T. Conrad
December 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 4

Full text available: pdf(261.78 KB) Additional Information: full citation, abstract, references, citings, index terms

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol TCP is used as a reference point, and compared and contrasted with nineteen other protocols designed over the past two decades. The service and protocol features of twelve of the most important protocols are summarized in both text and tables.< ...

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

13 FLIP: a flexible interconnection protocol for heterogeneous internetworking
Ignacio Solis, Katia Obraczka
August 2004 **Mobile Networks and Applications**, Volume 9 Issue 4

Full text available: pdf(549.43 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the Flexible Interconnection Protocol, or FLIP, whose main goal is to allow interconnection of heterogeneous devices with varying power, processing, and communication capabilities, ranging from simple sensors to more powerful computing devices such as laptops and desktops. The vision is that FLIP will be used to interconnect such devices forming clouds in the farthest branches/leaves of the Internet, while still providing connectivity with the existing IP-based Internet infr ...

Keywords: flexible headers, heterogeneous networks, optimized headers, sensor networks

14 Session 4: traffic anomalies: Measuring packet reordering
John Bellardo, Stefan Savage
November 2002 **Proceedings of the second ACM SIGCOMM Workshop on Internet measurment**

Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, citings, index terms

The Internet architecture provides an unsequenced datagram delivery service. Nevertheless, many higher-layer protocols, such as TCP, assume that packets are usually delivered in sequence, and consequently suffer significant degradation when packets are reordered in flight. While there have been several recent proposals to create protocols that adapt to reordering, evaluating their effectiveness requires understanding the dynamics of the reordering processes prevalent in the Internet. Unfortunate ...

15 A dynamic network architecture
Sean W. O'Malley, Larry L. Peterson
May 1992 **ACM Transactions on Computer Systems (TOCS)**, Volume 10 Issue 2

Full text available: pdf(401.43 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Network software is a critical component of any distributed system. Because of its complexity, network software is commonly layered into a hierarchy of protocols, or more generally, into a protocol graph. Typical protocol graphs—including those standardized in the ISO and TCP/IP network architectures—share three important properties; the protocol

graph is simple, the nodes of the graph (protocols) encapsulate complex functionality, and the topology of the graph ...

Keywords: composibility, dynamic configuration, reuse

16 Multicast support for mobile hosts using mobile IP: design issues and proposed architecture

Vineet Chikarmane, Carey L. Williamson, Richard B. Bunt, Wayne L. Mackrell
December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Full text available: pdf(268.04 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we consider the problem of providing multicast to mobile hosts using Mobile IP for network routing support. Providing multicast in an internetwork with mobile hosts is made difficult because many multicast protocols are inefficient when faced with frequent membership or location changes. This basic difficulty can be handled in a number of ways, but three main problems emerge with most solutions. The tunnel convergence problem, the duplication problem, and the scoping problem ...

17 Consistent overhead Byte stuffing

Stuart Cheshire, Mary Baker
April 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 2

Full text available: pdf(263.90 KB) Additional Information: full citation, references, index terms

Keywords: Byte stuffing, framing, packet, serial, transmission

18 Experimental evaluation of dynamic data allocation strategies in a distributed database with changing workloads

Anna Brunstrom, Scott T. Leutenegger, Rahul Simha
December 1995 **Proceedings of the fourth international conference on Information and knowledge management**

Full text available: pdf(962.51 KB) Additional Information: full citation, references, citings, index terms

19 An algebraic approach to IP traceback

Drew Dean, Matt Franklin, Adam Stubblefield
May 2002 **ACM Transactions on Information and System Security (TISSEC)**, Volume 5 Issue 2

Full text available: pdf(220.96 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a new solution to the problem of determining the path a packet traversed over the Internet (called the traceback problem) during a denial-of-service attack. This article reframes the traceback problem as a polynomial reconstruction problem and uses algebraic techniques from coding theory and learning theory to provide robust methods of transmission and reconstruction.

Keywords: Internet protocol, traceback

20 Papers: An analysis of using reflectors for distributed denial-of-service attacks

Vern Paxson
July 2001 **ACM SIGCOMM Computer Communication Review**, Volume 31 Issue 3
Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, citings

Attackers can render distributed denial-of-service attacks more difficult to defend against by bouncing their flooding traffic off of *reflectors*; that is, by spoofing requests from the victim to a large set of Internet servers that will in turn send their combined replies to the victim. The resulting dilution of locality in the flooding stream complicates the victim's abilities both to isolate the attack traffic in order to block it, and to use traceback techniques for locating the source ...

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